

**NBA “The Hemodynamic Connection”
Character Sheet**

Name_____

Demographics_____

Nationality_____Organization_____

Skills (Start at 20; modify by trades with other PCs)

- Investigate_____
- Agent_____
- Network_____
- Preparedness_____
- Well-Being_____

Drive:_____

Source of Support_____

Weapons & Equipment

Cover Identities

Contacts

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Core rules:

- Investigate: Used for finding clues, doing research, searching areas, interacting with people. Spend points to gain bonuses, obtain extra information, and influence people. Gain tactical benefit.
- Agent: Used for physical activities: fighting, driving, running, disguise, shooting, etc. Spend points, add to d6 vs Target Number.
- Network: Represents contacts and cover identities. Assign points to each contact or identity and use as appropriate depending on action. Keep track of points in each contact or identity. When pool equals 0, contact or identity is blown. "Refilling" a contact or identity pool costs 1 "tax".
- Preparedness: Used to have the right equipment, the right plan or proper coordination. Spend points, add to d6 vs Target Number. Success creates a pool of points equal to 1 plus extra successes above the target number. The pool can be used in place of other points as appropriate.
- Well-being:
 - Represents physical, emotional, financial, and other types of health
 - Spend Well-being after a failed roll in order to meet Target Number
- Combat:
 - (Attack) Roll versus opponent's Hit Threshold (HT) to hit target. If successful, inflict damage. Add additional instance of damage per excess success against same target or other target of equivalent HT
 - (Defense) Roll versus opponent's attack rating to avoid attack. Failure results in incapacitation, death or unconsciousness. +1 on next Attack roll per 2 extra defense successes (round down)
- Experience
 - Gain 1 XP for any failed action (i.e. a failed roll not modified by spending Well-being)
 - Spend 1 XP to:
 - Act again / Act now
 - Reroll dice (yours or other's)
 - Explode dice (roll 6s again and add results)
 - Reduce enemy Hit Threshold by 1 for duration of scene
 - Retain consciousness when reduced to 0 well-being
 - Refresh one skill pool by half of spent points
 - Add 1 point to a skill pool
- Drive: Gain 1d6 extra, temporary, skill points when following Drive into trouble
- Source of Support: Once per adventure, refresh one skill pool completely or refresh ½ of all spent points in all skill pools when interacting with, being at, or performing source of support. Enemy plot advances.
- Stability: Interaction with the Supernatural risks loss of Well-being. Roll d6 vs target number; if roll is failed either 1) gain 1 XP and fall unconscious or flee in terror/awe/etc.; or 2) Spend Well-being to remain in control.
- Tactical benefit: Spend 1 Investigate point; add d6 to any roll, take higher result.

Drive Cards

Altruism: Protect the innocent and assist those needing help	Atonement: Clear your name or clear your conscience of a previous failure or misdeed	Comradeship: Take care of your teammates	Mystery: Seeking to resolve a mystery. What is it?
Nowhere Else to Go: Life is work and work is life.	Patriotism: You work to protect your country by taking the fight to the enemy	Programming: You are the tool of an organization or individual unknown to you; select a cover drive	Restoration: You left a previous organization after a professional failure; success with another organization will get you access to your old job
Revenge: Opponents killed someone you cared about. You want to find and punish them.	Slayer: Perhaps alone among people, you believe in vampires. And you want to kill them all.	Deathwish: You get excitement from risking your life	I Don't Remember: The distant past is closed to you. Your memories begin only a few years back. Perhaps the answers to why are around the corner.
Thrill Seeker: You get excitement from trying new things, new adventures, places, and people	Transparency: You want the truth to get out; you seek it out and act as a steward to make sure the right people are informed.	Duty: Protect your superior and organization	Leadership: Protect and take care of your subordinates
Pride: Enhance your reputation and demonstrate your competence	Don't Know What I Look Like: The line between reality and the world of espionage has blurred past recognition	Trouble in Transit: Someone is after you but you don't know whom. You'll have to find them before they find you.	Luck Like a Button: You cannot stop pushing your luck.

Example Sources of Support

Rosary, crucifix, prayer beads	Time spent lounging	Cycling, Sailing	Mountain cabin; beach cottage; urban condo timeshare
Antique wristwatch from a parent or other elder	Alcohol, Drugs, Rock & Roll	National flag or other emblem prominently displayed	Handicrafts
Time spent reading	Skiing, snorkeling, scuba-diving	Old uniform	Carousing
Time spent exercising	Marathon; long- distance running	Images of family	Regular hangout
Artistic endeavors: painting, music, writing	Karaoke	Cooking a family dinner	Playing with a pet or other animals
Attending church or a religious service	Attending a cultural performance	Visiting a cultural attraction as a tourist	

Combat Damage Table (minimum damage =1 (before armor))

- Hand-to-Hand: $d6-1$
- Hand-held weapon: $d6$
- Sidearm (pistol, revolver, machine-pistol, sub-machinegun): $d6+1$
- Long gun (rifle, carbine, shotgun) $2d6$
- Heavy Weapon (machine-gun) $2d6+2$

Weapons and Equipment